

HYPER SCAN™

G A M E



INTERSTELLAR

IWL

WRESTLING LEAGUE

INSTRUCTIONS



Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

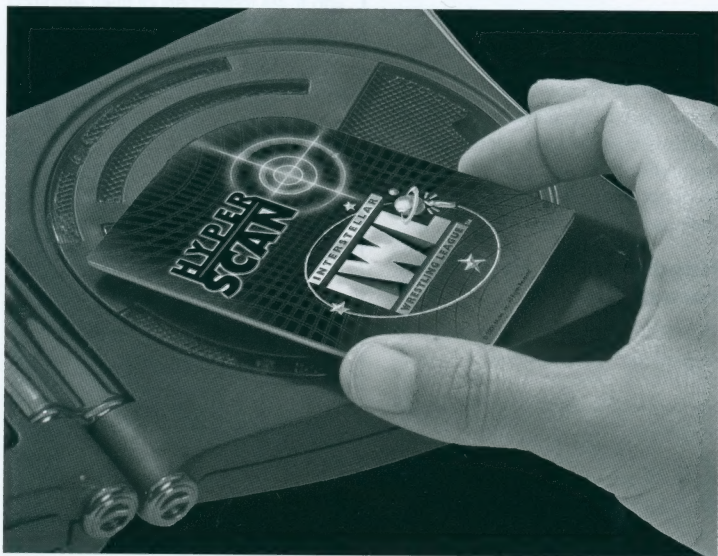
Take frequent breaks from the games and look away from the screen every once in a while.

Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.
- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- Repeat the process to scan your modification cards.

During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

This disc is intended for use with HyperScan™ consoles only.

Do not bend it, crush it, or submerge in liquids.

Do not leave it in direct sunlight or exposed to other sources of heat.

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

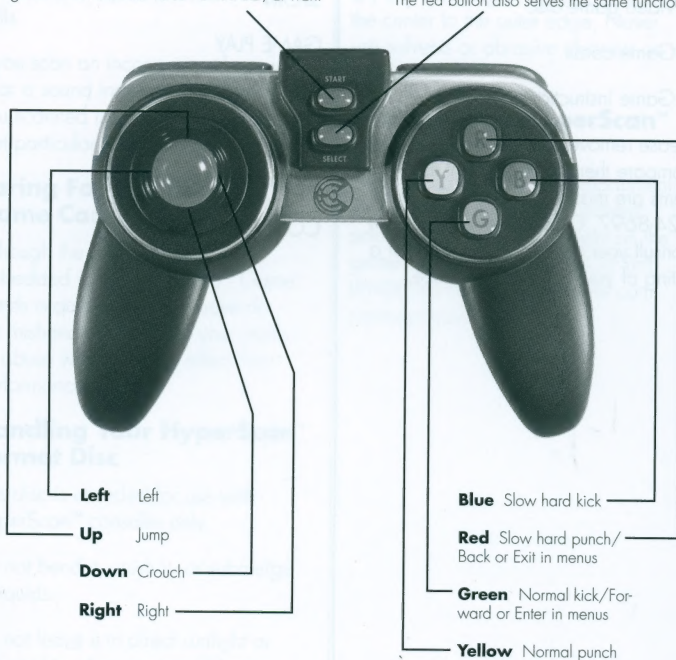
Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. **DO NOT TOUCH THE LENS!** You may then close the compartment cover.

Controller Configuration

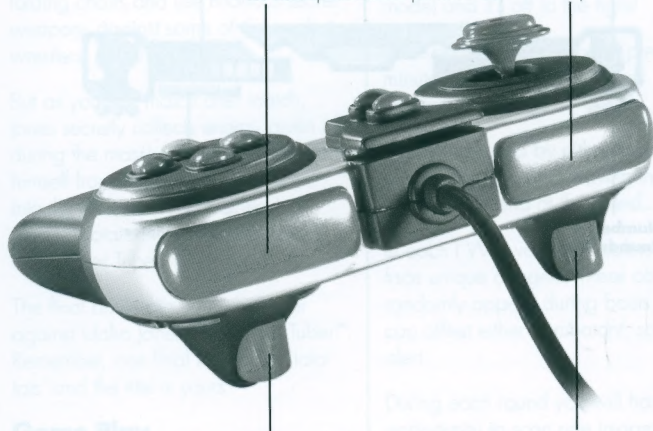
Start Functions as a FORWARD/ENTER button and pauses the action in Game Mode. The green button also activates FORWARD/ENTER.

Select Functions as a BACK/ EXIT button. The red button also serves the same function.



IMPORTANT! Only HyperScan™ controllers are supported by this console, the use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.

Both Shoulder buttons give you control of special attacks after you scan your chosen Battle MOD cards. Remember there are a limited number of times you can use these special attacks per bout. Use them wisely.



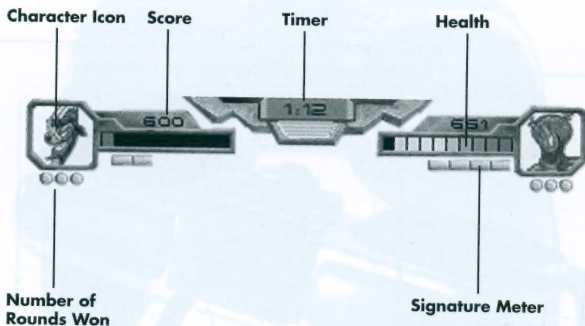
Right Trigger Defend

Left Trigger Use character's signature move

NOTE: The harder the punch/kick, the slower it appears. To bypass the game and wrestler introductions, and go directly to the action, press the green button.

Heads Up Display (HUD)

The function of the Heads Up Display (HUD) is to keep the player informed of the current status within the game.



Story

Idaho Jones™ has challenged the toughest fighters in the solar system to big-time, all-out, brawlin' bouts to determine who will wear the I.W.I. Championship belt.

Choose your character, either a "face" (good guy), or "heel" (not so good guy). Then, punch, kick, throw folding chairs and use hilarious secret weapons against some of the coolest wrestlers, anywhere!

But as you win match after match, Jones secretly collects energy given off during the massive brawls to transform himself from a lowly 'common-tater' into the most powerful hotheaded, psycho potato in the entire galaxy – The Uber Tuber™!

The final battle pits your character against Idaho Jones™, the Uber Tuber™. Remember, one final kick to his 'tator tots' and the title is yours.

Game Play

The game begins when you are prompted to scan a character card. If you are playing in 2 Player mode, the second player will also be prompted to scan a character card. Otherwise

choose your opponent and continue to the Modification part of the game.

After selecting a character, you will be prompted to scan a pre-game MOD card. These cards will modify your character's physical attributes until you quit to the main menu or scan another character card.

Next, select the venue (except in tour mode) and it's off to the fight!

Each bout consists of three, preset 1 minute and 45 second rounds. Best two out of three wins.

You win a round by either knocking out your opponent or having the most health at the end of the round.

In each I.W.I. venue, wrestlers will face unique dangers. These obstacles randomly appear during bouts and can affect either combatant, so be alert.

During each round you will have the opportunity to scan one in-game MOD card. These cards give your characters extra cool moves that last for a limited amount of time or uses per game. You'll want to get them all to see what they do!

Main Menu

At the start of the game you are presented with a Main Menu screen, which offers 6 options.

Using the joystick, scroll up or down the list of options then press the START or GREEN buttons to activate your selection.

- Tour Mode – Start or continue a Tour.
- Single Game – Jump in and play a single game against any character in any venue you have already unlocked in Tour Mode.
- Head to Head – Play head-to-head with a friend.
- Training – A practice mode where you can try out all of a characters' moves against a dummy character.
- Card Viewer – This menu will allow you to scan a card and view all of its stats.
- Options – Brings up game play and audio options menu. In Game Mode, press Start button to access Options.
- Help – Brings up game play and audio options menu.

Game Modes

Tour Mode

Tour mode is single player only. You will progress through bout after bout on your quest to become 'King 'O' the Ring'.

You must win 14 regulation bouts and 1 boss bout for 15 total bouts to complete and win Tour Mode. Along the way, you will play one bout against a 'Negative' of your own character. So if you are playing as Arrffin' Annie™ at some point you will play a bout against your 'Negative' Arrffin' Annie™.

The tour begins with 4 different opponents that you can choose to fight. Beat three and unlock 2 more opponents. Beat 2 more and unlock 2 more. This continues until you have beaten all of the wrestlers. At that time you will unlock the boss character, Idaho Jones™, The Uber Tuber™, who is unavailable until you have defeated everyone else.

Your tour progress will be stored on your individual character cards. You will have the ability to take each and every character, whose card you have collected, through tour mode.

After each victory in Tour Mode, you are presented with an UPGRADE ATTRIBUTES screen. This is an opportunity to distribute your accumulated points across your characters' various attributes, strengthening your character for future battles.

The Experience level of each opponent will get progressively higher, culminating with the boss in the final bout.

Single Game Mode

All venues that have been unlocked during Tour mode are available in the Single Game Mode. This is a single player, single game experience, used when you just want to get in and play a quick game. This will not progress a character in Tour mode and will not earn any Experience points.

Before each Single Game bout a Level Adjustment screen appears. Here you can change the wrestling attributes as well as those of the opponent you chose to battle.

Scroll up or down to select attributes and right or left to increase or decrease their strengths.

Two Player Mode

Note: Only venues that have been unlocked in Tour mode are available in Two Player Mode. The available venues will be based on whichever player has unlocked the most. A two-player bout will not progress either player's character in Tour mode and will not earn any Experience points.

Experience levels

In the Character Select screen, you will have the ability to adjust your character's Experience Levels up to a maximum level of 6 or down to level 1. This will give you the ability to handicap a character, allowing for a more balanced game experience against new or lesser-experienced players.

I.W.L. Characters

Galacto The Magnificent™

Heel

Fighting Style — Galacto Doku

Signature Move — World Destroying Planet Crusher



Galacto™ might be one of the prettiest fighters in the league but his fighting style is anything but. Just where does he keep those weapons he uses?

Canned Heat™



Face
Fighting Style — Can
Crush U
Signature Move — The
Spin Cycle

When it comes to wrestling Canned Heat™ can take the heat. This malfunctioning, mean-spirited robot can dish it out too.

Growler Da Pirate™



Heel
Fighting Style — Argkido
Signature Move — The Plank

Shiver me stars and hoist the warp drive, Growler da Pirate™ will have his opponents walking the plank before you can say argh!

Lobstar™



Face
Fighting Style — Rock
Kwan Roll
Signature Move — The
Claw-ber

Lobstar™ is the galaxy's favorite rock star. Watch as he gives his opponents a taste of his Rock Kwan Roll.

Gibbonator™



Face
Fighting Style — Monkey
Shines
Signature Move — The
Hair Ball

This alien-controlled ape has the mind of an infant and the muscles of a monster. The guy in the glass dome makes this monkey shine.

Billy Ray™ The Evil Twins



Faces
Fighting Style — Poke
Uoo
Signature Move — The
Super Power-Quad Poke

These surly, cantankerous hillbillies love to fight so much they'll even fight each other when there's no one else around.

Uber Tuber™



Monster Heel
Fighting Style — Po Ta
To Jo
Signature Move — The
Potato Masher

The Uber Tuber™ is the most monstrous wrestler in the entire I.W.L. He is no "common tater" when he's mashing his opponent's heads.

The Mad Protoplasm™

Heel

Fighting Style — Crazy On U

Signature Move — Insanity Slice

This Protoplasm is not only mad about opera, but he's crazy too! And it shows in his fast and furious attacks. He can really put the squeeze on his foe.



Arrffin' Annie™ the Chupacabra

Heel

Fighting Style — Chupacabra

Signature Move — The Blood Sucker



You're in for a howlin' good time when Arrffin' Annie™ is in the ring. Her bite is definitely worse than her bark. Watch your neck.

Mandible™

Face

Fighting Style — Chomp Fu

Signature Move — Lock Jaw



Chomp Fu is not the only move Mandible™ has in his arsenal. He's got a malodorous attack from his backside that will cause a stink.

Matsumo Clodsan™

Heel

Fighting Style — Poo On U

Signature Move — Here's Mud in Your Eye



Matsumo Clodsan™ is a downright dirty fighter, both in his wrestling style and personal hygiene.

Balthazaar™ the bash-full bear

Heel

Fighting Style — Ju Jugglesu

Signature Move — The Cannon Ball



Balthazaar™, the former circus bear, is not called "bash-full" because he's timid and shy and his

Cannon Ball attack is just the move to prove it.

The Fossil™

Face

Fighting Style — Ugh Ah Slugga

Signature Move — Earth Quaker

A big, strong caveman, The Fossil™ carries a big club and can bring cave-painting creatures to life, directing them to attack his foe.



Brother Beardsly™

Face

Fighting Style — Goju Janitorium

Signature Move — Bearded Ninja



Brother Beardsly™ is the only wrestler to apologize after he has mopped the floor with his opponent.

Pardon me, but his Beard Fu is legendary.

The Big Kahuna™

Heel

Fighting Style — Tai Tiki Do

Signature Move — The Ukulele of Doom

This fiery tiki wrestler can morph into all things Polynesian. When he's really on fire he'll go 'moco loco' all over his opponent.



MOD Cards

Pre-Game Mod Cards (30 cards)

After you've selected your character you will be given the opportunity to scan a Pre-Game MOD card.

These Mod Man cards will increase your character attributes, such as strength and fortitude during a bout. They last only for that bout and only for that character. If you quit or choose another character you will have to scan another Pre-game MOD card.



Mod Man

Battle Mod Cards (34 cards)

Scan these cards to give your character an extra attack. There are 10 Special Move cards, like the Galaxy Shifter, that give each character a move unique only to them. Plus, there are over a dozen common character cards, like the Venus Di Meltdown, and the Aroma Borealis. Collect them all to give your character an extra advantage.

The game defaults to one Battle MOD card per round. Half way through each round the referee will drop in pausing the game to give each player the opportunity to scan a Battle MOD card. Use your cards wisely because once scanned, that card is unusable for the rest of the bout.

Finishing Move (15 Cards)

Each character has their own unique Finishing Move. In the final round of a bout, if you have more than 75% health and your opponent is almost completely out of health you will be given the opportunity to scan your character's Finishing Move card. This will ensure your victory, plus you'll be treated to a move that only your character has.

Ultimate Cards

Ultimate Character Cards have a different color scheme and are more powerful versions than the regular character cards. Uber Tuber™ is the only character without an Ultimate card because he is already at his most powerful state.

I.W.L. Game Card Color Codes

The frames around the edges of your game cards are color coded to help you quickly identify the type of card and its function.

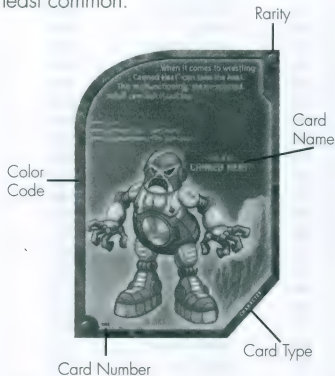
Character Cards – Gray

Ultimate Cards – Blue

MOD Cards – Green

Finishing Move Cards – Yellow

The dots located in the upper right corner of the game card, indicate its level of rarity, one dot being the most common and three dots being the least common.



Collector's Card List

I.W.L. Interstellar Wrestling League™

Collector Card#	Title	Type			
001	Galacto The Magnificent™	Character	043	Express Delivery	Finishing
002	Canned Heat™	Character	044	The Moon Shiner	Finishing
003	Pan Quantum Duoe	MOD	045	Davey Jones Locker	Finishing
004	Hercules Quantum Duoe	MOD	046	The Banana Split	Finishing
005	Aroma Borealis	MOD	047	The Freedom Fryer	Finishing
006	Pie In The Eye	MOD	048	The Ecto-Squeeze	Finishing
007	Growler Da Pirate™	Character	049	Max Mercury Meyiotos	MOD
008	Lobstar™	Character	050	Panules	MOD
009	Gibbonator™	Character	051	Unum Hercolum	MOD
010	Billy Ray™ The Evil Twins	Character	052	Unum Pan Daum	MOD
011	Uber Tuber™	Character	053	Athury	MOD
012	The Mad Protoplasm™	Character	054	Triu Pan 3	MOD
013	The Mad Protoplasm™	Ultimate	055	Orion's Belt	MOD
014	Gibbonator™	Ultimate	056	Planet Crusher	MOD
015	Galacto The Magnificent™	Ultimate	057	The Force™... To Be Reckoned With	MOD
016	Canned Heat™	Ultimate	058	Unum Apollo Daum	MOD
017	Billy Ray™ The Evil Twins	Ultimate	059	Unum Mercury Daum	MOD
018	The Poser	Finishing	060	Triu Hercules 3	MOD
019	The Asimov	Finishing	061	Triu Apollo 3	MOD
020	Mercury Quantum Duoe	MOD	062	Triu Mercury 3	MOD
021	Atlas Quantum Duoe	MOD	063	Triu Atlas 3	MOD
022	Apollo Quantum Duoe	MOD	064	Max Apollo Meyiotos	MOD
023	Unum Atlas Daum	MOD	065	Max Atlas Meyiotos	MOD
024	Mercollo	MOD	066	Apocules	MOD
025	Max Hercules Meyiotos	MOD	067	Merculon	MOD
026	Max Pan Meyiotos	MOD	068	Atules	MOD
027	Ei Mas Loco	MOD	069	Atollus	MOD
028	Metal Folding Chair Launcher	MOD	070	Panollo	MOD
029	Blinded By The Light	MOD	071	Panury	MOD
030	Venus Di Meltdown	MOD	072	Panlus	MOD
031	Vigor Trigger	MOD	073	Star Gazer	MOD
032	Can't Touch This	MOD	074	Cosmonut Cracker	MOD
033	Acme Special Delivery	MOD	075	Warp Pile Driver	MOD
034	Raid Rager	MOD	076	Cosmic Crush	MOD
035	Rain Of Pain	MOD	077	Laser Eyeballs	MOD
036	Jacob's Ladder	MOD	078	Tortoise	MOD
037	Bad Dentist	MOD	079	Wise Guy	MOD
038	The Milky Wake	MOD	080	Doll Of Cement	MOD
039	Black Hole	MOD	081	Jupiter Juice	MOD
040	Galaxy Shifter	MOD	082	The Foot Of Ra	MOD
041	Interstellar Ka-Room	MOD	083	Slap Of 1000 Hands	MOD
042	Carabo Chaba	MOD	084	Mercury Heater	MOD
			085	The Cleaner	MOD
			086	Arrffin' Annie™	Character
			087	Mandible™	Character
			088	Matsumo Clodan™	Character

○	089	Balhazaar™	Character
○	090	The Fossil™	Character
○	091	Brother Beardsly™	Character
○	092	The Big Kahuna™	Character
○	093	Arrfins' Annie™	Ultimate
○	094	Mandible™	Ultimate
○	095	Matsumo Clodson™	Ultimate
○	096	Balhazaar™	Ultimate
○	097	The Fossil™	Ultimate
○	098	Brother Beardsly™	Ultimate
○	099	The Mutilator	Finishing
○	100	A Plight Of Fists	Finishing
○	101	Eat My Dust	Finishing
○	102	The Deadly Cream Pie	Finishing
○	103	The Sober Tooth Cave Painting	Finishing
○	104	The Dragon Bucket	Finishing
○	105	Humuhumunukunuku Apua'a	Finishing

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Be sure to visit our web site at

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